
Subject: Re: Rainbow, first iteration
Posted by [kohait00](#) on Mon, 04 Jul 2011 21:29:17 GMT
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OK.

i just committed a first shot SDLFb..
as i am not too experienced in SDL actually, there will be a lot to do yet.

we should think about grouping all the real Fb backends under Framebuffer. so the user actually does not need to add each and every backend at top level. Framebuffer could add them all and enable it with the right compile flag..

the speed of the stuff is actually really suboptimal due to full memcpy each repaint, i will try to fix this soon.

didn't watch the source development too carefully: have you added a BufferPainter creatable from an existing buffer yet? (specify the fb0 memmap directly as base, to speed up things).